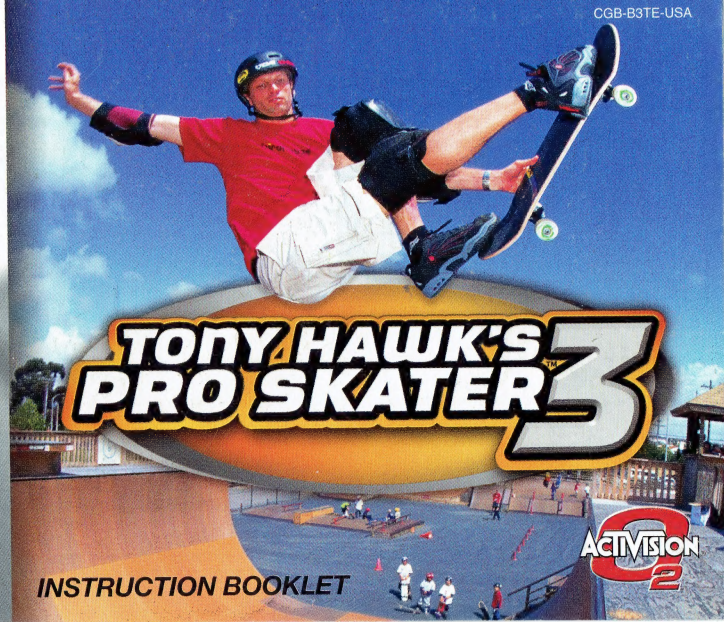


Nintendo

GAME BOY COLOR

CGB-B3TE-USA



INSTRUCTION BOOKLET

ACTIVISION
2

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inside

INTRODUCTION	2
STARTING UP	3
MAIN MENU	3
GAME MODES	5
THE CONTROLS: GETTING AROUND	6
GENERAL TRICKS	8
SCORING SYSTEM	10
CHARACTER PROFILES	12
THE GAME LEVELS	25
LEVEL GOALS.....	26
CREDIT WHERE CREDIT IS DUE.....	27
CUSTOMER SUPPORT	29
SOFTWARE LICENSE AGREEMENT	30

INTRODUCTION

return of the hawk

A skater. An inventor. A leader. A father. For the past twenty years, Tony Hawk has been building an empire. Over 50 signature skateboarding moves to his name, Hawk's got more tricks up his sleeve than a Las Vegas magician. He has mastered death-defying feats like the 900, captured a dozen world championships, and created the best selling video game of Y2K. Tony Hawk is one of the most influential and widely recognized skaters in the history of the sport. And the one thing that ties his many successes together – be it his top-ranked team, his best selling clothing line, or his awesome series of video games – is butt bruising, ankle busting fun. And in his all new adventures – Tony Hawk's Pro Skater™ 3 – Hawk's brought together 13 of today's top skate pros and nine new levels of energizing entertainment just for you. So when you're ready to session, they're ready for you: Reynolds, Margera, Lasek, Muska, Koston, Caballero, Campbell, Steamer, Mullen, Rowley, Gelfing and Thomas. Get ready for skateboarding at its best.

STARTING UP

1. Turn OFF the POWER switch on your Nintendo Game Boy® Color. Never insert or remove a Game Pak while the power is on.
2. Insert the Tony Hawk's Pro Skater™ 3 Game Pak into the slot on the back of the Game Boy® Color with the label facing out. Press the Game Pak firmly to lock it in place.
3. Turn the Game Boy® Color POWER switch ON.
4. When the Tony Hawk's Pro Skater 3 title screen appears, press START or the A Button to continue.

NOTE: The Tony Hawk's Pro Skater™3 Game Pak is for Game Boy® Color and Game Boy® Advance only.

MAIN MENU

Press Start or the A Button on the title screen to go to the Main Menu. Press Up/Down on the Control Pad to make a selection, then press the A Button to Accept. Use the B Button to return to the Main Menu.

career mode

You're a professional skater now, and pros tour the world's top skate spots looking to improve their skills and get exposure. As you complete the set of goals for each level and your ability to skate improves, the next level will be unlocked. Increase your stats and learn new tricks along the way. Once you reach Levels Four, Six, and Nine, you'll get to see how you measure up against the other pros. These elite contests will take you to Skater's Island, Paris, and Tokyo, so don't forget your passport. Oh, and remember: you're not going on vacation till you beat all nine levels.

single session

See how high you can go: choose any unlocked level and skate all-out in a two minute session in an effort to set high scores and new records. Only three levels are open at first: The Foundry, Canada and Surburbia. As you complete your goals in Career Mode, you earn access to other levels. Just like real life.

free skate

For some, it's practice. For others, it's life. Choose a level and skate as long as you like. Hit the obstacles over and over and over again until your tricks are ready for competition. Make up new combos, new lines, maybe even a new trick or two (good luck). Upon unlocking new levels in Career Mode, you can Free Skate them as long as your little heart desires – or until you learn the terrain. You can also just use the extra time to screw around. . . if you're into that sort of thing.

high scores

If you don't know what a high score is, you should really consider getting a new helmet. And maybe wearing it all the time.

credits

Read the names of the hugely talented cast of characters that contributed to the creation of Tony Hawk's Pro Skater™ 3.



options

Music – Toggle the Menu Music On and Off

SFX – Toggle the Sound Effects On and Off

Reset Scores – Reset the High Scores to default

Reset Careers – Start all athletes back at the beginning of their careers

GAME MODES

There are three different modes for playing Tony Hawk's Pro Skater™ 3: Career Mode, Single Session, and Free Skate.

Career Mode challenges you to complete sets of goals in order to advance to the next level and to improve your stats. Contests on levels Four, Six, and Nine will really let you see how you measure up as a pro skater.

Single Session Mode lets you choose any unlocked level and skate your hardest for two minutes as you try to break old records – and set some new ones.

Free Skate Mode is an untimed session where you can practice and learn new tricks as well as set your lines so that you'll dominate in Career Mode.

the selections

Once you've selected your Game Mode, it's time to select a skater and a course. Remember, certain skaters perform better on certain courses.



select player

Press Left/Right on the Control Pad to scroll between skaters. Press the A Button to select.

select course

Choose from nine levels. Press Left/Right on the Control Pad to scroll between courses. Press the A Button to select.

THE CONTROLS: GETTING AROUND

Controls will differ depending on whether you're moving on the ground or doing tricks in the air.

Left/Right: accelerate and brake

Press and hold in the direction you wish to go on the Control Pad and your skater will push off and start "pumping" along the ground, building up speed. Release the Control Pad and he'll stop pumping and start to slow down.

Another way to slow down is to press the Control Pad in the opposite direction. If the skater is still, he (or she) will do a quick 180 and start going in the opposite direction.

Up/Down: change lanes

When you're on a quarter pipe or in a bowl you can change lanes. By pressing Up/Down on the Control Pad as you hit the ramp (or bowl), you will move into an adjacent lane, if one is available. You can only switch lanes at quarter pipes and bowls that extend over multiple lanes. Keep your eyes peeled.



A Button: jump

Tap the A Button to ollie (jump). If you press and hold the A Button, you will go into "jump stance," which is the preparation to ollie. When you release the button, Bam! There you go! The longer you hold down the A Button, the higher you ollie.

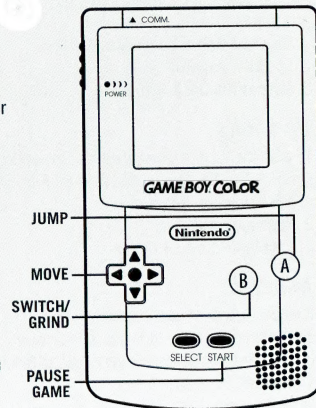
B Button: switch & grind

If you hold the B Button down and go forward then back (by pressing on the Control Pad while skating), your skater will "switch." This changes your stance (which foot is in front on your board) from Regular to Goofy and can help you rack up more points. The icon in the bottom right corner of the screen will remind you which stance you are in. Go goofy.

If you jump up into the air in front of a "grinding structure" – a rail, ledge, curb, etc., pressing the B Button will get you up on there and start you grinding.

START: select & pause

Pressing Start, just like the A Button, confirms menu selections when you're on a menu or selection screen. Otherwise, pressing Start will pause the game. Press Start again to resume your game.



GENERAL TRICKS

grinds

To pull off a grind trick, use any of these button combos while in the air before landing on a grindable object like benches, cars, railings, and pretty much everything except for the ground. Press the A Button to ollie out of a grind.

1. **Crooked Grind:** Down, B Button
2. **50-50:** B Button
3. **Nosegrind:** Up, B Button

lip tricks

To grab the lip of a quarterpipe, as you approach it, hold the B Button. Continue holding the B Button and use Left/Right on the Control Pad to keep your balance. Release the B Button to complete the trick.

1. **Nosepick:** Up, B Button
2. **Nosestall:** B Button
3. **Eggplant:** Down, B Button

manuals

A wheelie, better known as a manual, can be done across flat surfaces and is a good way to connect tricks and combos together to increase your points. Plus, they're just plain fun. NOTE: Manuals cannot be performed on quarter pipes or the curved edges of bowls.

1. **Manual:** Up, Down
2. **FS Manual:** Down, Up

flip tricks

Everybody loves the flash of a flip trick. Watch your score blow up when you mix flip tricks and grab tricks (see the list below).

1. **Heelflip:** Forward, B Button
2. **Ollie North:** Back, B Button
3. **360 Shove It:** Up, B Button
4. **Body Varial:** Down, B Button
5. **Sal Flip:** Forward, Back, B Button
6. **Impossible:** Back, Forward, B Button
7. **Double Hard Flip:** Up, Down, B Button

grab tricks

These'll grab ya some big points! And if you want even more, holding the A Button adds spins to your trick (though each time you do it in a row, it's worth fewer points, but at least you'll look good).

1. **180 Ollie:** A Button (hold A Button to spin)
2. **Nosegrab:** Forward, A Button (hold A Button to spin)
3. **Melon Grab:** Back, A Button (hold A Button to spin)
4. **Rocket Air:** Up, A Button (hold A Button to spin)
5. **Tailgrab:** Down, A Button (hold A Button to spin)
6. **Indy Nosebone:** Forward, Back, A Button (hold A Button to spin)
7. **Benihana:** Back, Forward, A Button (hold A Button to spin)

8. **Stale Fish:** Up, Down, A Button (hold A Button to spin)
9. **Airwalk:** Down, Up, A Button
10. **The 900:** Forward, Up, Down, A Button (only on vert)

switch

Hold B Button, Forward, Back.

SCORING SYSTEM

one word: combos.

Big combos are the key to getting big points. You'll have to find the areas in each environment where you can string together a bunch of tricks to take advantage of the combo scoring system. The scoring itself is kind of complicated, so pay attention if you're interested in getting good scores.

base scores

Every move has a base score associated with it. This is the number of points you get for pulling off a particular move once, without combining it with other moves. Each time you repeat a trick in a single session on the same level, its base score devalues slightly. So mix it up.

You will not win by just racking up base scores because they're not very high. Repeat and remember: Combos. Combos. Combos.

combo scoring

Now, let's say you do the same three moves but pull them off one after the other without landing on the ground in between. Doing this will earn bonus multipliers that will greatly increase your score. But, if you mix different tricks into your combos, your score will get HUGE. On top of that, if you successfully land a trick in a manual (and hold it till the next trick), this will link the tricks together and get you a ton of points (press Up, Down, or Down, Up to manual).

In addition, skating switch stance will help your score a lot (press and hold the B Button, then tap Back on the Control Pad). To avoid devaluation, switch it up: do your best tricks goofy-footed instead of repeating them in regular stance.

Hold down the A Button on grab tricks when you get big air to get big points... if you don't bail. Even the biggest leaps only give you so much spin, so add another grab or flip – or just concentrate on landing with style.

Overall, try to mix as many different tricks as you can into a single combo. When one combo ends, go switch stance and do another combo. Remember to use vert ramps and slopes to build up speed. And most important: keep pulling off tricks. Never stop. You're up against the best of the best – a little practice never hurts, either.

CHARACTER PROFILES

tony hawk

Depending on whose home you were checking, Tony Hawk's been a household name for over twenty years. But it's really his last half-decade of contest winning and 900 spinning that have tattooed HAWK on the foreheads of our youth. A trailblazer in the effort to bring skateboarding to the ends of the world, Tony has become an icon for a generation of kids that sorely needed one. Through the invention of countless tricks, his seemingly limitless potential, and a sense of grace and class that follows behind his quickly-moving self, Tony Hawk soars.

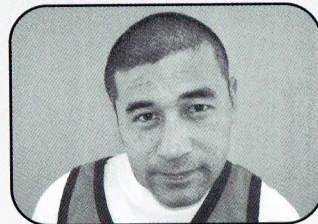
SPEED: 4
OLLIE: 3
HANG: 4
SPIN: 5
BALANCE: 3
SWITCH: 2



steve caballero

One of a select few, this "Godfather of Modern Skateboarding," helped define just what it means to be a professional skateboarder, pioneering this modern era of technical skating with innovations like his namesake fakie ollie 360 – the Caballerial. With the energy of a teenager and the sophistication of a man who has made his own way, Cab is a year-round skater who teaches by example. He rides every terrain – street, vert, and parks – with the skill and passion of a master.

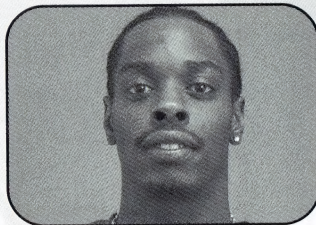
SPEED: 4
OLLIE: 4
HANG: 3
SPIN: 3
BALANCE: 4
SWITCH: 3



kareem campbell

An ideal combination of both East and West Coast sensibilities, Kareem Campbell is not a bridge joining an equal-but-opposing geo-cultural issue, he's just an authentic skater. Born and raised in real cities, his skate-life come-up led Kareem to develop an urban foundation to his skateboarding. Not by design, but rather out of necessity, his metro-style is a well-honed version of what the rest of the world's street dwellers hope to someday attain: smart, real, and smoothed out – without the R&B.

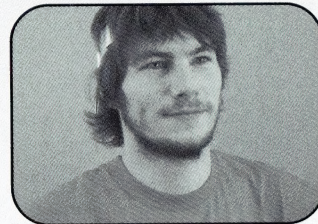
SPEED: 3
OLLIE: 5
HANG: 3
SPIN: 6
BALANCE: 2
SWITCH: 2



rune glifberg

An original gangster Dane enduring the climes of sunny So.Cal, Rune Glifberg's been known to phone home using ubiquitous digital technology. His extra-terrestrial power-style has led him to the podium of many a vert contest, but he's surprisingly well versed in all of the undisciplined disciplines of modern skating – parks, pools, streets, and, of course, whatever. Pinching bits and pieces of experience from all terrain has made Rune one of the most versatile skaters of the day. Rune has shown that street, vert, or otherwise, it is possible to be at home no matter where one may be in the world.

SPEED: 4
OLLIE: 6
HANG: 4
SPIN: 3
BALANCE: 2
SWITCH: 2



eric koston

The clean-bean ideal of an Everyskater, Eric Koston has quietly become skateboarding's most influential front-row cheerleader for the Los Angeles Lakers. Tirelessly supporting his home team to a dominating NBA Championship two-peat, Eric has also managed to evolve his smooth, consistent, and innovative skateboard skills to the point that young fans everywhere are abandoning their dreams of crossovers and three pointers in hopes of someday nailing fifteen-stair backside noseblunt slides, "Just like Koston."

SPEED: 2
OLLIE: 5
HANG: 2
SPIN: 2
BALANCE: 5
SWITCH: 5



bucky lasek

Bucky Lasek is an excitable twenty-something who, once emerging from the long shadow cast by his friend and mentor Tony Hawk, proceeded to destroy any sitcom sidekick preconceptions by cranking out his own style of beyond-the-boundaries vert skating. Bucky carries along with him a weighty satchel of trickiness that includes above-the-lip flips and twists and a laundry list of tech coping sorcery.

SPEED: 3
OLLIE: 6
HANG: 5
SPIN: 4
BALANCE: 2
SWITCH: 1



bam magera

Bam Margera is both lightning bolt and lightning rod – snapping necks with his unrestrained Pennsylvania-grown skate style, and harnessing the energy of his own massive discharge by video taping literally every waking moment of his practical-joker lifestyle. For skaters, he's a hilariously talented breath of fresh air in the form of seriously non-serious, and for the rest of the planet who knows him simply as "The guy from MTV," he's the bad example that everyone wants to follow. Perfectly shocking.

SPEED: 5
OLLIE: 3
HANG: 3
SPIN: 3
BALANCE: 4
SWITCH: 3



rodney mullen

Rodney Mullen birthed today's street tech. Period. An icon among idols, he's the man who freestyled many of the moves today's freshest pros use as a foundation for their own progressive skating. Flat ground ollies, 360 flips, and ollie impossibles were all made manifest by the critical thought and problem solving of this tenured Prof. of Skateboard Conceptualism.

SPEED: 2
OLLIE: 3
HANG: 2
SPIN: 4
BALANCE: 6
SWITCH: 4



chad muska

With a nod to the past manifested in Muska Style, be it his deck designs or his daring 'dos, this heroic skater proudly represents today's new breed of renaissance professional skateboarders. This customized sled shredder is known not only for his breathtaking leaps and bounds on board, but his other-level self promotion – demoing, music making, and palm pressing like the tireless public figure he's built himself into. Still, Muska has and always will be respected for fearlessly testing the physical bounds of real-deal street skating with the very best of them.

SPEED: 3
OLLIE: 5
HANG: 2
SPIN: 2
BALANCE: 6
SWITCH: 3



andrew reynolds

Bringing a precise lank and stomp to the sometimes flailing world of big-drop street skating, Andrew Reynolds' "make it or break it" tendencies are powered by his willingness to throw his six-foot frame from heights that make limping crybabies out of lesser men. Powered by invisible springs and kept upright with hidden gyroscopes, Reynolds represents skateboarding's ultimate fighting machine – declassified and unleashed on the planet in hopes of keeping our streets free of ticky-tack mediocrity.

SPEED: 3
OLLIE: 5
HANG: 2
SPIN: 3
BALANCE: 5
SWITCH: 3



geoff rowley

An explosion of over-the-top activity has elevated Geoff Rowley from excellent skater to skateboarding's par excellence. Consistently operating above the also-rans in the non-competitive competition that defines real skateboarding, this re-located Brit has paid his fair share of dues whilst unceremoniously being dubbed the official holder of the title, King Assassin of Unsuspecting Rails and Double Sets. And that's official.

SPEED: 3
OLLIE: 4
HANG: 2
SPIN: 2
BALANCE: 8
SWITCH: 2



elissa steamer

Truly a skater's skater, Elissa Steamer hasn't made her name in professional skateboarding as a flag waving "first female," but as a no-nonsense skater with a sick desire to learn, progress, and rise above even her own preconceptions of what can be done on-board. Taking her lumps and paying her dues along with the rest of the pro field, she's altered the testosterone-soaked landscape of skateboarding by refusing to lower herself to the level of gender debates and instead choosing to just shut up and skate.

SPEED: 4
OLLIE: 4
HANG: 3
SPIN: 3
BALANCE: 4
SWITCH: 3



jamie thomas

Coming up quick on fifteen years of serious skateboarding, Jamie Thomas still wakes up everyday thinking, living, and breathing his leap-of-faith style skating – and shows no sign of easing up any time soon. With a drive strong enough to motivate his mind over what really matters, Thomas can often be found speeding through immense handrail and gap situations leaving in his wake the shredded conceptions of where skateboarding can be shoved for the sake of "How far?" and "How high?"

SPEED: 4
OLLIE: 5
HANG: 3
SPIN: 3
BALANCE: 4
SWITCH: 2



THE GAME LEVELS

LEVEL 1: FOUNDRY

LEVEL 2: CANADA SKATE CAMP

LEVEL 3: SUBURBIA

LEVEL 4: SKATER'S ISLAND (CONTEST 1)

LEVEL 5: AIRPORT

LEVEL 6: PARIS (CONTEST 2)

LEVEL 7: RIO

LEVEL 8: LOS ANGELES

LEVEL 9: TOKYO (CONTEST 3)

LEVEL GOALS

Goals for all levels, except competition levels (which have no goals) are as follows:

1. High Score Goal
2. Pro Score Goal
3. Sick Score Goal
4. Collect SKATE Goal
5. Environmental Goal
6. Trick Spot Goal
7. Find Secret Tape Goal

competition levels

Levels where there are contests (Competition Levels) have no goals. Instead, the skater has three two-minute runs. At the end of each run, all the scores are listed according to rank. At the end of the three runs, each of the three scores are added together to get a final total. In order to qualify for the next level, the skater must reach a specified rank. Hey, no one ever said being a pro was easy. Now go practice!



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